

FUJI FACTS

Newsletter of

The Atari Computer Enthusiasts of Columbus

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Priceless!

The Editor's Column

by Warren Lieuallen

A great "Thank You" to the members who contributed to this month's issue; more member-written articles make Fuji Facts more interesting to all of us.

A nice review of the new SpartaDOS ToolKit was sent to the ACEC BBS by Chuck Wallace (a brand new member, I might add). As Chuck will explain, anyone with even a passing interest in SpartaDOS, or a friendly and powerful disk sector editor program should give the SpartaDOS ToolKit some consideration.

Marty Savage, a visiting member of a Newark area computer club (and their newsletter editor) submitted a short summary of the newest entry into the eight-bit DeskTop publishing arena, The News Station. While many of the programs of this type that I've seen are not significantly different from The Type-Setter by XLent Software, it sounds as if The News Station does add some very useful features, especially with the recent addition of The News Station Companion Disk. If you're interested in using a program like this, I have copies of some of Marty's newsletters which were produced with this program.

Those of you looking for something serious to do on your Atari should pay close attention to Randall Preston's exhaustive review of the MicroMod TurboBase business system package. This very complete software system sounds as if it's the most inclusive and complex piece of software ever put together for the Atari computer. And they call it a "game machine"!

I've continued Jackson Beebe's series of excellent BASIC programming tutorials. I know I've heard talk at the meetings that there are quite a few of our members that would like to learn to use BASIC, but are so new to it that they are afraid to come to the BASIC SIG. Well, I think these articles will be exactly what

you need to get you started. Please remember that questions about any of this material are always welcome at any of our meetings. There are lots of experienced programmers in ACEC that are just waiting to help.

The reprint section follows. Ken Helms, from Iowa, wrote a fantastic software rating system for his own newsletter, and I just had to run it here. Although written a bit "tongue-in-cheek", his basic suggestion is a good one!

There's also a short commentary on The P.S. Interface, a series of Print Shop utilities from XLent Software. I've had this reprint for a while now, just waiting for a blank page to paste it on. Notice that good reviews need not be long (*hint, hint!*).

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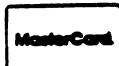
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SpartaDOS ToolKit

by Chuck Wallace

Cost: - \$29.95
Format: - Disk
By: - ICD, Inc.
- 1220 Rock Street, Suite 310
- Rockford, IL 61101-1437

If you are a SpartaDOS user you should own the SpartaDOS ToolKit. This is a collection of unreleased utilities for all SpartaDOS versions. While there are PD programs available that do essentially the same thing, I hope to convince you these programs are worth the price.

Are you an Atari DOS user who recently switched to SpartaDOS? If so you might want to check out the DOSMENU.COM program. It will provide you with an Atari DOS look alike menu. This one thing makes using SpartaDOS easier for someone who is use to the Atari menu.

For the old SpartaDOS users (those used to the "command processor" mode), there are many new utilities which I will try to explain in a little detail (of course, these utilities also work in the "Menu" mode). The first is RENDIR.COM. This program lets you rename sub-directories. While it doesn't accept wildcards and is not case sensitive, it does the job very well, and simplifies an otherwise difficult task.

The next utilities are MIOCFG.COM and WHEREIS.COM. The MIOCFG.COM file is simply a program to let you save your MIO configuration to a floppy disk, and have it load at boot-up. The other file, while useful on a floppy based system, is really better used on an MIO/hard drive system. With it you are able to find a filename or part of a filename anywhere on a disk. This is useful on floppies with sub-directories but is great on a hard drive with lots of files.

Next we come to a few of my very favorite programs. SORTDIR.COM will let you sort directories. Not only can you sort filenames alphabetically in ascending order, you may also sort by file type, file size, and creation date. If this weren't enough, you may also sort all these ways in reverse (descending) order.

The next utility is VDEL.COM. It is useful if you have a lot of files to delete and no way to wildcard them. Instead of deleting them in-

dividually you just give the command VDEL D1:*.*. From here you are prompted to delete each file. All you have to do is answer yes or no. After VDEL is done it will tell you the number of files deleted.

COMMAND.COM is the next program we will look at. It adds 20 programmable function keys, path prompts, screen color change, IBM-style console keys, and much more. When you load COMMAND.COM, it looks for the file COMMAND.BAT. If it finds this file, it loads it. COMMAND.BAT is a batch file you write defining your function keys. The disk comes with sample batch files for use with Action!, MAC/65, and BASIC. The ability to define keys from the D: prompt is also included. You may also get a listing of all the commands by typing help or ? at the D: prompt.

Finally we have come to the best part of the ToolKit. DISKRX.COM, the disk editor that is worth the price of the ToolKit disk by itself. While editing disks is not for the beginning user, DiskRX makes it so easy that it is possible for anyone to successfully manage sector editing (*A fairly advanced topic of its own. Watch for a tutorial in a future Fuji Facts — Ed.*). This program and the SpartaDOS manual are all anyone needs to be able to edit and fix disks. DiskRX is a painless way to edit sectors, trace files or prepare sector maps in any density, and rebuild directories. With DiskRX you can edit both SpartaDOS or non-SpartaDOS disk formats. I have used many sector editors, and DiskRX blows them out of the water. I have saved many a disk with it. I even have been able to recover files from a disk I gave the AINIT command to by mistake. While file recovery is not easy, DiskRX makes it tolerable.

All in all, I couldn't find anything bad about the ToolKit. The price may seem high at first, but it is more than worth it. If you need a disk editor, get the SpartaDOS ToolKit. If you are considering switching to SpartaDOS, you will want the ToolKit and the DOSMENU program to make the transition as easy as possible. Once again, ICD has delivered a fine addition to the Atari 8-bit line.

The News Station

by Marty Savage

DeskTop Publishing for Eight-Bit Ataris? Well, almost.

The News Station is one of the current releases from Reeves Software of Warrenville, IL. It attempts to give you "desktop publishing" on an eight-bit Atari computer, and is one of the easiest ways currently available of making newsletters, flyers, menus, and more. It is not without its drawbacks, however.

First, because of the memory limitations of the computers themselves, you cannot see all of a page at once. News Station divides each page into eight plates which must be composed and the saved to disk before printing. But, what you can get on a plate!

Any Print Shop icon, in three different sizes; any MicroIllustrator picture (but only the top 5/6 of the picture is actually used); any of the hundreds of available nine sector Atari fonts, in eight widths and eight heights (which gives you 64 different sizes).

The main drawback here is that to make headlines or full page bylines, you have to split the line by yourself, hoping for a good fit. Reeves has a Companion disk out for The News Station that combines two plates for you (among other things), to address this specific problem.

Each plate is saved as a 52 sector file, whether it is blank, completely black or anywhere in between. That leaves little more than two pages of information on a disk side (if you format a DOS 2.5 enhanced density disk first; The News Station comes with Atari DOS 2.0). If you save a blank plate on your disk, you can then request that it print out seven blanks and one text plate for a full page (each page requires eight plates to be printed).

Printer drivers are supplied for most Epson and Star printers, and it even has a driver for the Mannesman Tally Laser printer! It is very user-friendly, and overall a well thought out program. With the Companion disk, it is probably one of the better programs out on the market today for the eight-bit Ataris.

MicroMod TurboBase

by Randall Preston

MicroMod TurboBase by MicroMiser Software is an integrated small business system for the Atari eight-bit computer. Their ads read like a discount furniture store's; well, TurboBase is not a gift from the gods, but it is integrated.

To start, MicroMod TurboBase is a package of assembly language program "modules" that are not resident in the computer, but are called as required from a BASIC language "shell". The modules are called from the disk as needed, or boot-disk loaded into a RAMdisk to speed access time. All disks shipped are formatted in DOS 2.5 single density, except the Master Program Disks. These disks are duplicates, one formatted with DOS 2.5 enhanced density, and the other with SpartaDOS double density. Note that none of the disks are write-or copy-protected. There are over 100 modules and programs comprising the system.

After I sent my money to MicroMiser (and suffered through the "Why did I blindly send \$160.00 for a program I have never seen"

blues), I received a substantial manual (500+ pages), a "quick course" (or "cook book") and the modules. I started to feel better as I read the Introduction in the cook book. The attitude of the author seems practical, pragmatic and helpful, although not everything he wrote was good news. Plan on spending two weeks with the quick course, and a year in getting familiar with the manual itself!

TurboBase is quite flexible, and although it has many preset formats or defaults, the user must spend considerable time setting up their records system. Essentially, the user programs the system, although it's not like learning another computer language. There are many prompts and of course, the manual. Back to the good news; if I can't make sense out of these written words, the author will talk me through the problem over the telephone. If the phone call doesn't do the trick, then he can set up my records system for a reasonable charge.

The system and the manual seem to lack the writing expertise and well-edited polish (and

price) of what I vaguely remember from some Digital or IBM programs, but I have gotten through the cook book, and with a very few additional evenings spent in the bigger manual, have converted my records to TurboBase and still have used only a fraction of the modules. And nary a call to Florida for help (yet)!

The TurboBase package will permit us to continue to use whatever records system format is now being used. With it, we can write and print letters, invoices, statements, paychecks, inventory, mailing lists, appointment calendars, spread sheets, simple graphs; we can even use remote terminals for recording transactions and more.

A word processor and spelling checker are included in the system, and though the spelling checker is stone slow, the word processor is functional and allows generation of normal business correspondence and things like form letters that are personalized and/or include tables or data from the data files.

The system is called "open-ended" which roughly translates into the use of whatever you have, from a single drive, 48K system up. With the limited memory available in most Ataris, the modules are not resident and are called as needed. This means that TurboBase is not fast, and although it will work on a bare-bones system, I couldn't put up with the delays from regular disk switching and waiting for modules to be loaded from disk, or data files to be accessed. Two drives are strongly recommended, and fortunately, it automatically will access and load the 64K RAMdisk in a 130XE, or the 192K RAM in a Rambo 256 (or Newell, Axlon or RAMCharger), so that most used modules and data files, if not resident, are loaded up very quickly. There are also instructions on setting up hard drives.

If you do consider getting the TurboBase, also put SpartaDOS on your list as a must (to allow accessing RAMdisks larger than 64K, which is the limit set for DOS 2.5, and to allow the use of true double density). After SpartaDOS, get a RAMdisk or better yet, the MIO from ICD, Inc. As I said, TurboBase is not fast, but a RAMdisk and true double density make it just fine for my uses.

Or at least, almost fine. TurboBase is not infallible, and everything that has been written about backing up your data is definitely true. Bugs are not unknown, and apologies or rationalizations are found in both the cook

book and main manual. I have not experienced a system crash, nor have I had data garbled or altered, but things have gotten "lost" (although once they reappeared later!). Do not assume this happens daily. I recall four times in six months. MicroMiser does make revision disks available when modules are improved, or a bug is found and eliminated.

System Features:

- Name abbreviations (four character) instead of account numbers, and as I am not an accountant, I like mnemonic listings of transactions.
- Quick and Dirty print outs for in-house use, in addition to presentation quality.
- Separate dated and un-dated information files.
- True integration; the program modules can read and store data directly.
- Not copy protected, and can be modified by the user.
- RAMdisk and hard disk capability built in.
- Allow the user to set up the records fairly easily, the way they are being done already, or the way they should have been if the old system would only have had....
- Subordinates can enter data without knowing everything.
- Inventory updates automatically from invoices.
- Integrated quantity/cost updating for invoicing and inventory.
- Name/Address file up to 2000 entries.
- Boiler-plate formats for common reports and a custom report generator for uncommon reports.
- Printer codes can be altered during use of system without significant hair-pulling.
- Invoicing format and headings are fixed.
- Statement formats are myriad, allowing friendly reminder invoices, ageing data, finance charges, etc.
- Editing, corrections and deletions of data are reasonably easy.
- Not limited to "business"; could be used to index, store and search dog pedigrees, or 15,000 radio shows.
- Requires user to program/format package to individual needs. This is not a "one size fits all" bookkeeping system.
- And more!

Would I buy it again, knowing what I know now? Yes. I enter the data and the system indexes, files, sorts, manipulates and reports the way I want it. "Power without the price" has finally come home.

MicroMod TurboBase
MicroMiser Software
1635-A Holden Avenue
Orlando, FL

Learning to Program in Atari BASIC

Part 2 of a continuing series from ZMag (via ACEC BBS)

Getting Started in Atari BASIC © 1986 by Jackson Beebe

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1. LINE NUMBERS:

BASIC programs use line numbers before each line of BASIC code. Normal program execution begins at the lowest number and executes each line in numerical sequence. Programs are rarely written from start to finish in one sitting, and sometimes are written from end to beginning, or from the middle toward the beginning and end. This means you will usually be adding extra lines between existing lines as you develop or modify a program. To allow room for these extra lines, it is recommended that you initially number your lines by 10's, allowing room for later insertions. Renumbering programs are available either type-in or by downloading from bulletin board systems (such as the ACEC BBS) to renumber existing BASIC programs. Line numbers may range from 0 to 32767 in Atari BASIC. BASIC source code lines may have a maximum length of three screen lines, including the line numbers, etc.

2. REM STATEMENTS:

Any statement beginning with the letters REM is not executed, but is a REMARK statement used to label your program. As in all BASIC commands, it is always in upper case, viz. "REM". REM statements still need line numbers. The example below is typical of lines found at the beginning of BASIC programs. As your programs grow in size and complexity, you can insert REM to label parts. Anything after the REM is just a remark or explanation.

EXAMPLE:

```
10 REM *** PAYROLL PROGRAM ***
20 REM by Jackson Beebe 10/86
30 REM Version 1.01
40 etc, rest of program
```

A few REMS can help a lot next year, when you try and figure out how last year's program works, to modify it.

3. PRINT STATEMENT:

This statement allows you to print ON THE SCREEN of your monitor or TV. For example:
10 PRINT "HELLO"

will print HELLO on your screen. You can skip lines with blank print statements as:

```
10 PRINT "HELLO"
20 PRINT
30 PRINT
40 PRINT "THERE"
```

This prints HELLO, skips two lines and prints THERE. Note that anything in quotes in a PRINT statement, is printed EXACTLY on the screen, blanks included. You can print literals in quotes, or print the values of variables (next lesson.)

If you put a comma between items in a PRINT statement, it will skip to the next print zone. There are 10 spaces in an Atari print zone.

Example:

```
10 PRINT "HI", "THERE"
```

This will print HI, space over 8 spaces and print THERE. The spaces per "print zone" are controllable by POKEing 201 with 3 to 255 (more on that later). Watch this:

```
10 PRINT "HI"
```

This skips over to 20, then prints HI. Commas will come in handy for putting things in columns for printout, and printing tables.

If you put a semicolon between items in a PRINT statement (normal), it doesn't skip any spaces.

```
10 PRINT "HI"; "THERE"
```

This prints HITHERE. A key feature is a trailing semicolon (left at the end of a line). This suppresses a carriage return. Don't panic. This just means the printer "sits there" waiting at the end of a line like this:

```
10 PRINT "HI";
20 PRINT "THERE"
```

See, the printer "waited" at the end of HI. Usually, items in a PRINT statement are separated by semicolons, like:

```
10 PRINT "HI "; "THERE "; "JOE"
```

This prints HI THERE JOE. Notice that I left trailing spaces after the I and E, inside the parenthesis. You can use leading spaces when you wish to begin printing less than 10 spaces in.

```
10 PRINT "    This is indented"
```

Without a trailing semicolon, every time a program sees PRINT, it skips to a new line.

You can print on a printer, following these same rules, but using the LPRINT statement (for line printer.)

```
10 LPRINT "Hello There"
```

This will print on the printer, but not on the screen.

4. MULTIPLE STATEMENTS ON A LINE:

More than one BASIC instruction may be placed on one line, and always is in fact, in advanced programs. To do this, you separate statements with a colon.

```
10 PRINT "HI":PRINT:PRINT "JOE"
```

This prints HI, skips a line and prints JOE.

One exception! NOTHING may follow a REM. Here's an okay example:

```
10 X = X + 1:REM increments X
```

Here's a not okay example:

```
10 REM increment X:X = X + 1
```

This won't work, as NOTHING past a REM statement gets executed.

5. NEW:

The command NEW, clears out the Random Access Memory. When you're ready to write a program, you type NEW and hit the RETURN key. That wipes all your RAM memory clean. It erases any old programs and variables, you were using. It will not affect programs stored on disk or tape. When you LOAD in a program from disk (see 12. LOADING A PROGRAM), it automatically clears RAM first, just as if it had a NEW command built-in.

6. WRITING A PROGRAM:

Now we are ready to write a program. For now, you may type in LAB 1, EXACTLY as it appears at the end of this lesson. After each line, hit RETURN. BASIC will let you know immediately if you have any errors. If so, simply retype the line. Each new line will REPLACE any old line, having the same line number. Instant correction.

7. LISTING

You can LIST your code on the screen at any time, by typing LIST and RETURN or L. and RETURN. Individual lines may be listed as:

```
L.40
```

to list line 40. Ranges of lines may be listed by:

```
L.10,120
```

to list lines 10 through 120 in a block. You may stop and start the lines scrolling up off your screen during listing, by alternate presses of

CONTROL-1. This means hold down the CONTROL key while pressing the 1 key. Lines may be entered into programs out of sequence. Listing will always list then in sequence.

You can Clear your screen with CONTROL-CLEAR. Clearing and relisting is done every few minutes when writing in BASIC, so you can see the lines in sequence, and watch the program flow.

You can copy lines easily, by listing line, then using cursor control arrows, placing your cursor on top of the existing line number, changing it and hitting RETURN. The original line, AND the identical line with the new number will both be present. This also allows manual renumbering of lines in a program.

Source code may be listed to your printer in two ways. You may use:

```
LIST "P:" or LIST "P:",10,120
```

Another option is to COPY the program from disk to the printer, by going to DOS and selecting COPY. When asked, copy from D1:FILENAME to P: for the printer, or S: for the screen or E: for the screen also.

Printouts are very handy, as you can quit for the night, but study the listed printout for bugs, and areas to improve.

8. LINE EDITING:

If you discover a boo-boo in a line, you can edit it. Type L. followed by the line #, or LIST followed by the line # as:

```
L.35
```

This will list that line 35 on your screen. Using your control and arrow keys, put your cursor on the line, and retype, delete, insert (using CONTROL-DELETE or INSERT) etc, to correct the line. Monkey around and try it. When you change a line, the rule is that you must hit RETURN with the cursor IN that line, to save your changes. Experiment with it. It's great. SHIFT-INSERT and SHIFT-DELETE work on entire lines. Try them.

To get rid of a line you don't want, simply type the number of the line followed by RETURN. It wipes it out. Try it. That's deleting lines.

The Atari has a screen editor, that will let you edit any lines on the screen. For the novice, this can get you in trouble so fast that you screw up a whole screen full of lines at once. SAVE often when editing, and only edit one line at a time to begin. For screen editing, you must hit return with your cursor still in a line to save changes.

A Guide to Rating Software

reprinted from the ACORN Nutshell, 4/88

by Ken Helms

Most magazines rate software, and many assign a number on a scale of 1 to 10, with 10 being the best and 1 being something you wouldn't want to own. The ratings are arbitrary and depend a great deal on the author of the article. To help eliminate the arbitrary nature of these ratings schemes, I suggest the following definitions for the rating of entertainment and productivity programs:

Entertainment Software:

10 - More addictive than narcotics. Several game testers died when they were allowed to play unsupervised. The CIA is reported to have the only software package that falls into this category. Most users are not able to quit playing this game without intensive professional help.

9 - Users have been known to put the game on pause long enough to call in sick for work after playing all night. Most adolescents refuse to leave when "nature" calls, preferring to urinate on themselves. Has been listed first on the reasons for divorce in several cases. Most distributors not-yet released software falls into this category (if you believe the ads they run for six months before releasing the game!).

8 - Won't quit playing until "joystick-wrist" sets in and you cannot improve your score because your fingers are numb. It is the first disk you boot until you've reached the last level. The cause of numerous lost weekends. Kids are not allowed to play until all homework is done.

7 - Fun! Just had to have a copy after seeing it demonstrated at the users' group meeting. Combines many elements into an enjoyable challenge. Is enjoyed by all age groups.

6 - Appeals to some games more than others. A game worth owning if you can get it at a good price. May be missing a few of the fancier features, but nothing essential is left out.

5 - Okay, but there are other software packages out that are better. Most type-in programs from magazines fall into this category. Kids seem to like them more than adults.

4 - Something you can loan to a friend without worrying about when you'll get it back (if you can find your copy). Might keep a preschooler (or your Aunt Chloe from Peoria who has never seen a computer before) entertained

3 - Something you tried at a friend's house. That was enough. Almost as much fun as a spreadsheet program. The kids enjoyed playing with the box that it came in more than the game itself.

2 - Arf, arf. Reformatted the disk and used it to save your place in games you enjoy. The zip-lock bag it came in had a large hole and was thrown away.

1 - The disk wouldn't boot, and the company has gone out of business (no surprise). One of the kids used the disk as part of a modern art sculpture for art class, and you didn't mind.

Productivity Software:

10 - After booting the disk, it automatically logged onto the Publisher's Clearinghouse Sweepstakes computer and had you selected as the grand prize winner, and then showed you ways to invest the money and avoid paying taxes on it! Artificially intelligent enough to discuss the philosophy of Proust and Kierkegaard; a grandmaster at chess, but lets you win when you seem to be feeling a little down.

9 - Increases computer efficiency so that it rivals the speed of a Cray supercomputer parallel network. The computer finished a report you'd started while you took a break to watch "Star Trek". It reorganized your stock portfolio so that the income from it is now enough to buy that new car you've been wanting.

8 - When your paycheck depends on what software you use, this is the program you use. It is well supported by its publisher, few bugs have ever been found; may be expensive, but updates expanding its features are provided at little to no cost. The standard used to judge other software packages of its type.

7 - Don't know how you ever got along without it. Something you use almost every time you turn your computer on. Performs several useful functions and the user interface is first rate.

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The PS INTERFACE

by Steve Fishbein
(from PACE World July '86)

PRINT SHOP INTERFACE from Xlent Software contains routines which bridge Print Shop with Xlent's Typesetter program, as well as some utilities for Print Shop data disks.

Print Shop Interface is divided into three parts — a font maker, a graphics converter and a font converter. The graphics converter permits conversion of a Typesetter icon into a Print Shop icon, which had not been possible with other utilities. The converter also allows changing an uncompressed picture into the Screen Magic format of Print Shop. The program also has some additional conversion routines which had been available previously.

The PS Interface has utility routines that work with Print Shop icon disks. I was finally able to delete some bad files that would not load. The rename command also solved the problem of duplicate file names on the same disk. Because the program could only

load the first of two files with an identical name it had been impossible to recapture the other. Renaming the first file ended that dilemma. PS Interface also has a directory that reads the Print Shop Data Disk.

The font maker has features in common with the (Broderbund) Print Shop Companion's font creator, but also provides the ability to change a letter character into a picture. I look forward to exploring this feature in the future because it allows use of more than one graphic in a printout (outside of running a sheet through twice).

Finally, the PS Interface font converter takes Print Shop fonts and converts them to Typesetter fonts. What this means is that the Print Shop font can be made in four sizes; big, small, tall, and fat when reproduced with Typesetter.

USE PRINT SHOP FONTS & GRAPHICS WITH TYPESETTER

USE 8 FONTS IN 4 SIZES

VARIETY

BIG SMALL TALL FAT

The advertisement features several icons: a stack of papers labeled 'EXTRA', a paint palette, a person sitting at a desk with a computer, a hand holding a pencil, three colored pencils, a keyboard, and a printer. The text is arranged in a central, stylized layout.

April Meeting Minutes

by Warren Lieuallen

Last month's meeting began with a mercifully short business section! An announcement was made concerning the newsletter (I was not pleased with the quality, nor with the arrangement of the pages [every other one "upside-down"]. These problems were due to a combination of poor printer ribbon, and poor communication with the printer. I'll fix both problems for this issue, I hope!). The results of the newsletter survey were discussed; the result is that the newsletter will most likely continue in this format, as it is the best compromise of economy and readability.

IMPORTANT!

This will also be the last newsletter that will be mailed prior to the meetings. All newsletters will now be available for pick-up at each of our monthly meetings. Those newsletters not claimed will be mailed every two to three months, probably at third or fourth class rates. If you prefer, monthly first class mailings can be continued on an individual basis for a \$3.00 yearly fee. If you'd like to continue receiving Fuji Facts on a monthly basis, please send a letter indicating this with your name and address, along with a check for \$3.00 (made out to the Atari Computer Enthusiasts of Columbus) to:

Warren Lieuallen
1652 Hess Boulevard
Columbus, OH 43212

The disk of the month this time featured a popular collection of some of the best PD games available, gathered from a number of sources over the last several months.

The main demo of the evening was Publishing Partner, as shown by Jim Murphy. This program for the Atari ST (which needs a monochrome monitor to really be effective) is an outstanding desktop publishing package, which allows easy and flexible text and graphic formatting capabilities, including a "WYSIWYG" display. In short, you had to see it to believe it!

Our pseudo-annual Flea Market then followed; unfortunately, the response from the membership was not as great as in the past, as only a half dozen or so folks brought items to sell. Nonetheless, there was quite a selection, ranging from simple one-function programs to light pens to disk drives.

There being no further business, the meeting officially adjourned at 9:30 p.m.

FREE Software!

Literally Thousands of Programs for the Atari

Did you know that there is a completely legal way for you to obtain thousands of free pieces of software for your Atari computer? Every kind of program imaginable is available: BASIC, machine language, Action!, Logo, C; utilities, applications, terminal emulators, games, and much, much more! Many of these programs are complete with documentation, and are of impressive quality. And they're all yours, free for the asking!

How can I get ahold of all this free stuff, you ask? Well, it's easy. All you need is this:

471-8559

or this:

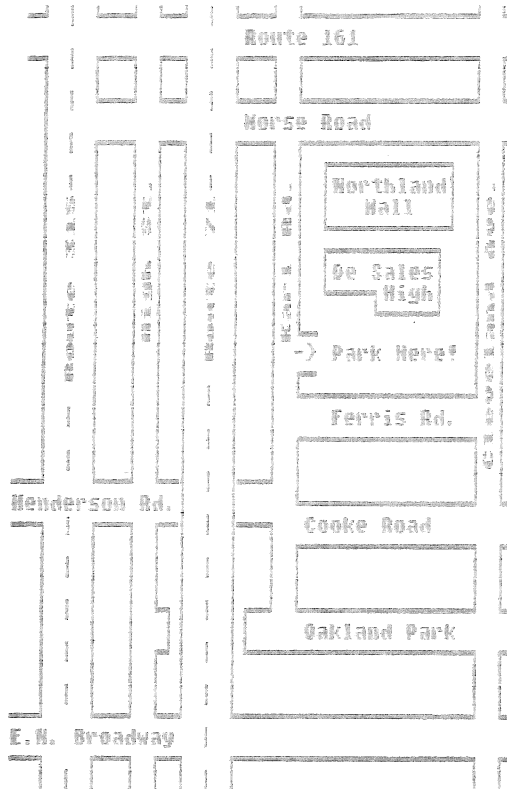
471-9209

What are these numbers? Access codes for some super Atari Corporation Systems DataBase? A commercial software publishers secret account? NO! These are the phone numbers to the ACEC BBS, and its sister board, Pandora. All you need do is call one of these numbers with your modem and favorite terminal program. Once you're logged on, you too can participate in numerous discussions specifically targeted at your Atari computer. And, of course, you are given free access to the 10 meg's of downloads available on the boards (with more new submissions coming every day).

You owe it to yourself to check these systems out. Our sysop, Frank, has been hard at work maintaining and upgrading our boards.

The ACEC BBS; serving the Atari community since 1984.

(not to scale)



An official Users' Group, the Atari Computer Enthusiasts of Columbus meets on the SECOND MONDAY of each month. The meetings are held at 7:15 p.m., at De Sales High School on Karl Road. Meetings are open to the public, and consist of demonstrations and short tutorials of products for the Atari Home Computer Systems. Dues for ACEC are \$12.00 per year, and include a subscription to Fuji Facts, and more!

WGL '87

Fuji Facts Newsletter
 Warren Liegallen, Editor
 1652 Hess Boulevard
 Columbus, OH 43212

TO:

MEETING: May 9th, 7:15 pm

